a game character model, including a reference polygon and component polygons, wherein no articulating components are included between said reference polygon and said component polygons;

a motion data table for storing motion data for executing a movement of the game character model, wherein motion data includes distance data and angle data; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined event based on a position information of said reference polygon and the motion data, places the reference polygon in a three-dimensional space, and directly places said component polygons for said reference polygon in the three-dimensional space based on the position information of said reference polygon without computing said articulating components.

19. (Three Times Amended) A data processing apparatus for positioning a human game character on a display, said apparatus comprising:

a human game character model, including a reference polygon and component polygons, wherein no articulating components are included between said reference polygon and said component polygons;

a motion data table for storing motion data for executing a motion for a movement of the human game character model, wherein motion data includes distance data and angle data; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined event

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